

The Fear : Storm II
by The Firm

While Prince Storm and the Wizard Agravain battle against the minions of Una Cum to rescue Storm's Lady, Corrine, Agravain's daughter, Silver, Princess of the Land of Light, and her Beloved, Prince Frost, are brought the news that Una Cum has finally acquired The Fear. This caused them concern as The Fear, a legendary artefact, was the most powerful relic in the Land, and in the wrong hands it would cause the Great Upheaval; and Una's certainly aren't the safest.

Understanding the full meaning of the news, they set out in the middle of the night for the North, where the Fear had been kept safely in the Monastery of the Hermit Monks. They took with them the symbols of their office, Silver's Bracelets of the Moon and Frost's Ice Sword and Bow, which they had received on renouncing their former lives and names, Deya and Kailen, at their Coronation and Wedding. These items give them great power, by allowing them to use the Earth Magic, a source forbidden to the acolyte of Evil, Una Cum.

Their journey took them through the Forests of Night, where Una had his lair, and on through the Kingdom of Orlac to the northerly reaches of the Lands of Barbarians and Sorcerers. This is a bleak, blasted tableland of ancient stone scars, steep crooked peaks and deep valleys wooded with harsh pines and troubled skies.

Hit Any Key

As they approached the Monastery, they began to notice the strange abundance of vegetation. They knew that the Monks cultivated the land, but never to such a decadent degree - there seemed to be plant life everywhere.

Outside the Abbot's Chapel lies an unmoving figure, prostrate in the mud. This figure is wearing elaborately tailored garments, now crumpled and dirtied. As they approach it rolls over and groans. Then, seeing with surprise that it is Una Cum himself, they instantly search his robe for the small wooden casket that is the Fear. However, they do not find it about his person, and Frost exclaims 'Where have you hidden it, Una?'. Una mumbles something and they crouch to hear his words.

'Him.....Him.....the Power from the hills.....Him.....far more Evil than I.....' Frost, angered by Una's incomprehensible replies, draws the Icy Sword and threatens him. Una, feeling the touch of the cold blade, coughs and continues. 'Chimes.....I had it.....it was in my hands.....it was stolen from me....my creations overgrew the Monastery.....I couldn't have hoped for more.' Una starts to cackle manically but rapidly returns to a fit of coughing. '...You should have seen the Monks run from my plants.....and then it was mine....as it should be now but for Him.....He locked it in the stones....so He can have it when He pleases....Him....Chimes....' Frost again raises his Sword and says 'Tell us more of Chimes.'. At this moment a vine darts out and wraps itself about Frost's sword and arm. Others vines snake towards Una and ensnare him in an writhing embrace.

Hit Any Key

Silver leaps to the assistance of Frost, saving him but unable to stop the sword from being dragged away by the vine. Turning to see Una being pulled into the undergrowth, Silver casts a firebolt towards the creepers, however in the face of the oncoming vines they flee towards the Monastery, leaving behind Una and the Ice Sword. They run into the Chapel slamming the doors behind them.

It is common knowledge that there is a large Stone Circle near to the Monastery, could these be the Stones to which Una referred ? In any case they would have to track down the Fear and return it to the Crypt. They would also have to protect it by invoking the powers of Good, available in the Monastery. Undoubtedly Chimes will not have left the area unguarded and it will be task enough to stay alive. Frost curses the loss of his sword.

They both slump against the doors, breathless. Suddenly a strange screech splits the silence, and they both turn to see a fiery Demon charging towards them. Silver, the quickest, draws upon the power of her Bracelets to fire a bolt of true earth magic at it. Seeing that one bolt had little effect Frost draws a slither of ice from the air around his Bow and releases it at the monster. The demon staggers but does not fall, so Silver launches another strike which engulfs it in Earth power and dispels it. Now visible in the corner is a large statue of a Demonic God which appears to be the gateway of the monster.

Hit Any Key

Wandering through the chapel, they come upon the door that leads to the main area of the monastery. It is locked, and no key appears to be in the immediate area. They search for some time, soon coming out into the monastic gardens. Here, amidst the plant life, they find a scroll which is impreganted with a spell that enables them to dispel all demons around them. They find that, as they fight the creatures, they can shoot at them - at a distance - through cracks in the ruined stone walls. As they attempt to locate the stones, they also find randomly scattered foodstuffs from the monks' now deserted kitchens, strange masks that can close all the gateways for a short time and broken casks of the monastic fortunes, left uncared for by someone or something.

When at last they reach the stone circle, they find that they are unable to pick up The Fear. Frost, however, touches the stone that they passed upon entering the circle, and a star appears to rise out of the stone. Thinking that this may unlock the power of the pagan stones, he touches another one near it, and a star rises out of that one too. He touches the next stone, and both stars sink back into the stones. Silver suggests that the stones have to be touched in a certain order, and they set about discovering the correct pattern.

It is now your task to do this and more: You begin the game having just entered the Chapel.

Hit Any Key

In one player mode you can choose which of the two characters you would like to play, both have different characteristics.

Silver, being Agravain's daughter and having been brought up in an atmosphere of Arcane Lore, has greater magical ability than her husband. Both are young and healthy, however Frost has the greater physical strength. Frost's main weapon is the Ice Sword, having lost this, he has fallen back upon the Ice Bow and as a consequence lacks power in combat. His courtly early life didn't contain such magical company as Silver's and so he is unable to use magic's potential to the full, however he wears a shirt of magical mail protecting his chest from all blows.

Remember: Food adds to your life points.
Scrolls destroy monsters on screen.
Masks close all gateways on screen.
Plants: red add shot power, blue steal life points.
At a distance, you can shoot through some walls.
In a two player game, the player receives all the other player's non-magical possessions upon the other's death.
Your shots can hurt the other player - this allows a combatative version of the game to be played.

Hit Any Key

The controls for both players are listed here:

Player One's controls -

Left : c
Right : v
Up : a
Down : z
Fire : caps lock
Mask : escape
Scroll: tab

Player Two's controls -

Left : <
Right : >
Up : j
Down : k
Fire : ret
Mask : del
Scroll: clr

Your task is to locate The Fear (a small wooden casket) and remove it from the maze in which it has been trapped. It must then be taken to the monastery and secured at the centre of a similar but Holy pattern.

Hit Any Key